Subject: MVD not visible
Posted by Lars Schmitt on Fri, 05 Feb 2010 10:28:20 GMT
View Forum Message <> Reply to Message

Hi everyone,

I hope that's not a stupid beginner's question:
I created a geometry based on the macro sim_complete_stt.C
and try to visualize with the drawGeo.C macro.

It looks nice (apart from some details I don't want to
discuss now) but the MVD is completely absent although
it is apparently loaded: At the initialisation stage
"RTDB container factory PndMvdContFact" is printed.

Also in sim_complete_stt.C the MVD is clearly present,
where it is initialized via:

```
Mvd->SetGeometryFileName("MVD_v1.0_woPassiveTraps.root");
```

Any clues what's going wrong?

Thanks for the help.

Cheers,

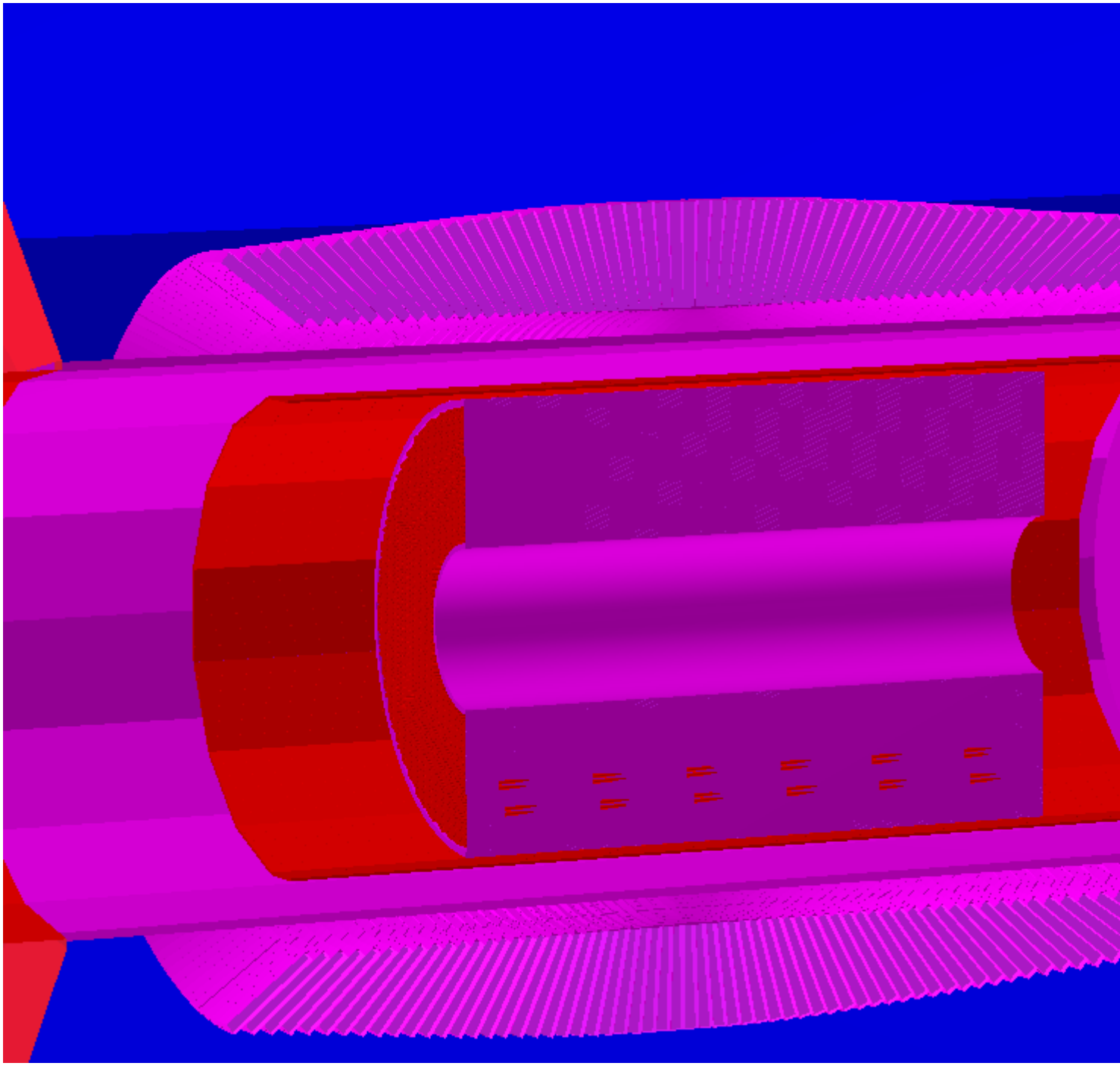
Lars

Subject: Re: MVD not visible
Posted by Lars Schmitt on Fri, 05 Feb 2010 10:31:12 GMT
View Forum Message <> Reply to Message

Just for completeness here a picture.

Lars

File Attachments
1) viewer.png, downloaded 1158 times



Subject: Re: MVD not visible
Posted by Tobias Stockmanns on Fri, 05 Feb 2010 10:34:50 GMT
View Forum Message <> Reply to Message

Dear Lars,

the problem ist the VisLevel(3) setting in the macro. The vis level tells you down to which hierarchy level a geometry is drawn.
Change it to 10 and it should work:

gGeoManager->SetVisLevel(10);

Cheers,

Tobias

Subject: Re: MVD not visible
Posted by Lars Schmitt on Fri, 05 Feb 2010 10:37:37 GMT
View Forum Message <> Reply to Message

Dear Tobias,

Thanks for the fast help. I had tried level 4, but that did
not change it.

So I was right: It was a beginner's question

Many thanks again.

Cheers,

Lars

Subject: Re: MVD not visible
Posted by Lars Schmitt on Mon, 08 Feb 2010 13:58:13 GMT
View Forum Message <> Reply to Message

Hi Tobias,

One more follow-up: I would like to visualize events in the MVD
using Eve. I started with the eventDisplay.C macro but again
cannot see the MVD. I can see hits of previously simulated events,
even for the MVD, but not the detector itself.

Trying to do gGeoManager->SetVisLevel(10) does not work, since at
each update it is reset somewhere.

I was trying your DisplayGeometry.C but there the event part
is missing. There is no FairEventManager.

Any hints would be helful. Thanks a lot in advance.

Cheers,

Lars

Subject: Re: MVD not visible

Posted by Tobias Stockmanns on Mon, 08 Feb 2010 14:55:50 GMT
View Forum Message <> Reply to Message

Dear Lars,

the problem is the same but the cure is different. You have to set the vis level for Eve and not for the GeoManager.

This can be done in the Eve Main Window. Open Scenes/Geometry scene/cave_1. Here you have the settings for VisLevel. Change it to 10 and it should work.

Cheers,

Tobias

Subject: Re: MVD not visible
Posted by Ralf Kliemt on Mon, 08 Feb 2010 16:42:47 GMT
View Forum Message <> Reply to Message

Hello,

There is the possibility to set the VisLevel to 10 by default:
In FairEventManager.cxx:54 the constructor TEveGeoTopNode(TGeoManager* manager, TGeoNode* node, Int_t visopt=1, Int_t vislvl=3, Int_t maxvisnds=10000); is called without providing a value for vislvl.
Changing this will influencd CBM. Is a higher VisLevel a problem there, Mohammad?
Just give me green light and I commit it.

Regards, Ralf.

Subject: Re: MVD not visible
Posted by StefanoSpataro on Mon, 08 Feb 2010 16:47:31 GMT
View Forum Message <> Reply to Message

With a high visualization level, drawing the geometry starts to become slow for some machines. I don't know if it is good to have a higher vis level by default, maybe only the user who wants to see particular details should set this flag by hands.

Just my opinion.

Subject: Re: MVD not visible
Posted by Mohammad Al-Turany on Mon, 08 Feb 2010 17:46:26 GMT
View Forum Message <> Reply to Message

Hi,

I would agree with Stefano, few months ago we had a default value 10 for the Vislevel, and with this some people had problems that some detectors in both PANDA and CBM need long time to display. So we have to find a convenient way to make it easier to change the vis level!

regards

Mohammad

Subject: Re: MVD not visible
Posted by Ralf Kliemt on Tue, 09 Feb 2010 07:30:42 GMT
View Forum Message <> Reply to Message

Well. Then I suggest to add a SetVisLevel() function to FairEventManager which has to be called before the FairEventManager::Init().

Ralf.
